

D:/Library/Documents
/Job/Forschungsmaster
/EyeCandy3D/EyeCandy3D
/include/EC3D/Core/Skybox.h

```
graph TD; Root["D:/Library/Documents<br>/Job/Forschungsmaster<br>/EyeCandy3D/EyeCandy3D<br>/include/EC3D/Core/Skybox.h"] --> Nodeh["Node.h"]; Root --> string["string"]; Root --> memory["memory"]; Nodeh --> vector["vector"]; Nodeh --> glm["glm/glm.hpp"];
```

Node.h

string

memory

vector

glm/glm.hpp